

# MID-ATLANTIC SHOWCASE SERIES



## PLAYING RULES

2025-2026 & 2026-2027 Seasons

# RULES & DIVISION FORMATS

## GENERAL RULES

- The Mid-Atlantic Fall, Spring, and Summer Showcase are USA Hockey sanctioned events. All teams, players, coaches and volunteers must be properly rostered with USA Hockey prior to their first game, and an approved USA Hockey team roster link is required in order to participate.
- All teams must be prepared to start game play by 8:00am on the first day of their appropriate tournament weekend.
- The Tournament Staff will do our best to accommodate all scheduling requests due to coaching conflicts for round robin play. **No schedule requests will be guaranteed for playoff/consolation play. Please plan your coaching staff accordingly.**
- Players are only permitted to be rostered on one team per division per tournament unless granted permission by Tournament Directors.
- Only USA Hockey certified officials will be used.
- Tournament Directors reserve the right to have final say on any applicable decision involving the tournament weekend. This includes scheduling and matchup changes, gameplay ruling, roster discrepancies, and more.
- USA Hockey rule changes made to the 2025-2026 season will be in effect (*15U and older will again be permitted to ice the puck on a penalty kill, and offsides will again be touch-up*).

## DIVISION FORMATS

### 16-Team Divisions

Teams will be placed in four (4) separate divisions of four (4) teams each, and will play a round-robin format within their division. Following a three (3) game round robin, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. The top two (2) teams from each division will move to the championship bracket in quarterfinal play. Quarterfinal game winners advance to a semifinal game, losing teams are done for the weekend. Semifinal game winners advance to the championship game, losing teams are done for the weekend. The remaining eight (8) teams that did not compete in a quarterfinal game will compete in a consolation game. The Tournament Staff reserves the right to change any consolation match-ups or times. All consolation game matchups and times will be posted at the conclusion of Saturday's round robin games. Tiebreakers will be determined by the official tournament rules. The home team for each playoff game will be awarded to the highest seeded team of the matchup.

### 12-Team Divisions

Teams will be placed in three (3) separate divisions of four (4) teams each, and will play a round-robin format within their division. Following a three (3) game round robin, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. The top team from each division will move to the championship bracket in semifinal play, along with one (1) additional wildcard team determined by the tiebreaker format in the official tournament rules. Division winners will not be seeded lower than #3 and will be ranked #1-3 by the goal quotient formula. The Wild Card team will be ranked #4. Semifinal game winners advance to a championship game, losing teams are done for the weekend. The remaining eight (8) teams that did not compete in a semifinal game will compete in a consolation game. The Tournament Staff reserves the right to change any consolation match-ups or times. All consolation game matchups and times will be posted at the conclusion of Saturday's round robin games. Tiebreakers will be determined by the official tournament rules. The home team for each playoff game will be awarded to the highest seeded team of the matchup.

## 10-Team Divisions

Teams will be placed in one (1) large division for ten (10) teams, and will play a round-robin format within their division. Following a three (3) game round robin round, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. The top four (4) teams in the division will move to the championship bracket in semifinal play. Semifinal game winners advance to a championship game, losing teams are done for the weekend. The remaining six (6) teams that did not compete in a semifinal game will compete in a consolation game. The Tournament Staff reserves the right to change any consolation match-ups or times. All consolation game matchups and times will be posted at the conclusion of Saturday's round robin games. Tiebreakers will be determined by the official tournament rules. The home team for each playoff game will be awarded to the highest seeded team of the matchup.

## 8-Team Divisions

Teams will be placed in two (2) separate divisions of four (4) teams each, and will play a round-robin format within their division. Following a three (3) game round robin, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. The top two (2) teams from each division, will move to the championship bracket in semifinal play. Semifinal game winners advance to a championship game, losing teams are done for the weekend. The remaining four (4) teams that did not compete in a semifinal game will compete in a consolation game. The Tournament Staff reserves the right to change any consolation match-ups or times. All consolation game matchups and times will be posted at the conclusion of Saturday's round robin games. Tiebreakers will be determined by the official tournament rules. The home team for each playoff game will be awarded to the highest seeded team of the matchup.

## 6-Team Divisions

Following a three (3) game round robin round, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. There will be a championship game with between seeds #1 vs. #2, and consolation games will be for the remaining four (4) teams ranked #3 to #6. There is not a four (4) team playoff. All consolation game matchups and times will be posted at the conclusion of Saturday's round-robin games. The tournament staff reserves the right to change any consolation match-ups or times.

## 5-Team Divisions

Following a four (4) game round robin-round, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. There will be a championship game with between seeds #1 vs. #2. There is not a four (4) team playoff, and there is not a consolation game for the other three (3) remaining seeds. Teams will play their tournament-sanctioned four (4) guaranteed games in round-robin play.

## 4-Team Divisions

Following a three (3) game round robin-round, teams will be seeded within their division determined by the tiebreaker format in the official tournament rules. There will be a championship game with between seeds #1 vs. #2, and the consolation game will be between #3 vs. #4. There is not a four (4) team playoff. All consolation game matchups and times will be posted at the conclusion of Saturday's round-robin games.

# 10U - 18U GAMEPLAY RULES

## PERIOD LENGTHS & PENALTY TIMES

Division	Warmup Length	Period Length	Minor Penalty	Major Penalty	Misconduct	Match Penalty
- 18U - 16U/15U	3:00	15:00 Periods (3)	2:00	5:00	10:00	5:00
- 14U/13U - 12U	3:00	15:00 Periods (3)	1:30	4:00	8:00	4:00
- 10U	3:00	12:00 Periods (3)	1:30	4:00	8:00	4:00

Any player who receives a major penalty under the guidelines of USA Hockey rules will automatically be ejected from the game in which the infraction occurs, plus the next game. In the event the major penalty occurs during the player's last game, the game officials will notify the player team's respective league for further ruling.

## ADDITIONAL RULES

- **USA Hockey rule changes made to the 2025-2026 season will be in effect (15U and older will again be permitted to ice the puck on a penalty kill, and offsides will again be touch-up).**
- Any player receiving a total of three (3) penalties in a game will be ejected from that game. *This tournament rule is to avoid a required USA Hockey one (1) game suspension for four (4)+ penalties in a game by any individual.*
- All games will start following a three minute (3:00) warm-up. This will ensure that all games start and end on time. Please be ready 20 minutes prior to your scheduled - the Tournament Staff reserves the right to start games early.
- Preliminary and consolation games can end in ties.
- There is one time out per team per game.
- In the event of a six (6) goal differential going into the 3rd period, or at any time during the 3rd period, the clock will be running time. If the differential goes to less than six (6) goals, then the clock will go back to stop time.
- During all consolation and playoff games, the higher seed of the two competing teams will be the home team in that game.
- The home team for each game is expected to wear white/light colored uniforms, and the away team to wear dark colored jerseys/uniforms. In the event of either team only having one jersey/uniform, then the opposing team must wear their non-conflicting color jersey/uniform (regardless of being the home or away team). If both teams only have one color of conflicting jerseys/uniforms, then the tournament staff will provide the away team with jerseys/uniforms to wear.
- Team managers: please report to the tournament table prior to each game to ensure all rosters are correct and any player suspensions are accounted for.
- All USA Hockey playing and penalty rules apply throughout the tournament. Any player receiving a match penalty will not be eligible to play for the remainder of the tournament. There will be NO EXCEPTIONS.
- The Mid-Atlantic Showcase Series uses GameSheet as our official scoresheet for each showcase/tournament.

# 8U GAMEPLAY RULES

- All games will be played in a half ice format (not cross ice). *If only half of the sheet is being used (i.e. one game going on the surface), we reserve the right to expand the game to 3/4 of the full ice sheet if both teams agree.*
- All games will be played via two 25-minute halves of running clock time and teams will not switch ends for the second half.
- All games will include a three minute, on-ice warmup period.
- 4oz USA Hockey blue pucks to be used during play (*to be provided by the home team*).
- Games will be played in a 4v4 player structure.
- All changes will be made “on the fly” and without whistle stoppage.
- The ice hockey nets will be regulation size (6’ x 4’) and will be placed at the crease and then in between the blue/red lines.
- Teams will share the bench.
- One USA Hockey certified referee will be on the ice for each game (*one referee per each half of the ice sheet*).
- No coaches or team personnel will be permitted on the ice for game flow purposes; this is the job of the referee.
- The Mid-Atlantic Showcase Series uses GameSheet as our official scoresheet for each showcase/tournament. For 8U games only the number of goals will be kept for each team.
- Penalties: Penalties will not result in a penalty shot. The penalized player will be sent to the bench and the opposing team will receive the puck behind their net. The game will resume as 4v4 play. This format will be played in all Preliminary, Playoff, Championship, and Consolation games.
- Faceoffs will only occur at center ice to start each half. The puck will start behind the net on saves and after each goal. The whistle will be blow and the referee will retrieve the puck from the net/goalie to initiate a restart behind the proper net.
- Preliminary and Consolation games can end in ties.
- The home team for each game is expected to wear white/light colored uniforms, and the away team to wear dark colored jerseys/uniforms. In the event of either team only having one jersey/uniform, then the opposing team must wear their non-conflicting color jersey/uniform (*regardless of being the home or away team*). If both teams only have one color of conflicting jerseys/uniforms, then the tournament staff will provide the away team with jerseys/uniforms to wear.
- During all consolation and playoff games, the higher seed of the two competing teams will be the home team in that game.
- All USA Hockey playing and penalty rules apply throughout the tournament. Any player receiving a match penalty will not play for the remainder of the tournament. There will be NO EXCEPTIONS.
- Coaches must electronically sign the scoresheet at the conclusion of the game.

# POINT STRUCTURE & PLAYOFFS

## POINT STRUCTURE

**Two points for a win, one point for a tie, zero points for a loss.**

In the event of a tie in the standings by two teams, the following tiebreakers will apply:

1. Points
2. Wins
3. Head to Head (*This tie breaker does not apply if more than two teams are tied*)
4. Highest Goal Quotient ( $GF / (GF + GA) = Quotient$ ). The Highest percentage moves on. Goal differential capped at 8 goals per game.
5. Fewest penalty minutes
6. Coin Toss

## PLAYOFF/CHAMPIONSHIP OVERTIME RULES

Consolation games can end in tie. All playoff games play until winner with rules as follows:

1. Sudden-Death Overtime: 3 on 3 with the period length of 10:00 minutes (*goalies remain in same net as 3rd period, no additional timeout awarded in Overtime*)
2. Penalties while 3 on 3: Offending player will go to the penalty box. Non-offending team will add player to make 4 on 3. When penalty expires, teams will play 4 on 4 until the next game stoppage, and then teams return to 3 on 3.
3. If no winner in overtime, there will be three (3) player shootout until winner is declared (best of three). The home team is awarded the choice to shoot first or second.
4. If a winner is not determined, then a best of one format will continue (each team shoots once, if one team scores and the other doesn't, then the scoring team wins). The home team again is awarded the choice to shoot first or second, but the shooting sequence alternates after each round (ex: round 1 - home team shoots first; round 2 - away team shoots first; round 3 - home team shoots first; etc.).
5. A shootout shooter cannot shoot for a 2<sup>nd</sup> time until all rostered players have shot once.

# COACH & MANAGER NOTE

You are responsible to control your players and parents to ensure that each game is played safely, with no vulgar language or harmful infractions displayed. Team management is responsible for any damages caused by their teams to Arena facilities. You are additionally responsible of obtaining and returning locker room keys from rink facilities.

Official game scoresheets will be available via GameSheet. Please email Tyler Skroski via [tyler@midatlantichockey.com](mailto:tyler@midatlantichockey.com) with any issues obtaining your copies.

# QUESTIONS OR CONCERNS

If you have any questions or concerns pertaining to the above playing rules, please reach out to a Mid-Atlantic Showcase Series tournament director. Contact information can be found below:

## **Matthew Montagna**

Tournament Director  
Mid Atlantic Showcase Series

**M** +1 267 408 9885  
[matt@midatlantichockey.com](mailto:matt@midatlantichockey.com)  
[www.midatlantichockey.com](http://www.midatlantichockey.com)

## **Tyler Skroski**

Tournament Director  
Mid Atlantic Showcase Series

**M** +1 203 671 3597  
[tyler@midatlantichockey.com](mailto:tyler@midatlantichockey.com)  
[www.midatlantichockey.com](http://www.midatlantichockey.com)